

Form PTO-1449 (Modified)	Atty Docket No. BLASP0100US	Serial No. 10/022,133
LIST OF PATENTS AND PUBLICATIONS FOR APPLICANT'S INFORMATION DISCLOSURE STATEMENT (Use several sheets if necessary)	Applicant: Corbetta	
	Filing Date 12/13/01	Group 2173

Examiner Initial	Document Number	Date	Name	Class	Sub-class	Filing Date if Appropriate
17 WPL	6,252,608 B1	06/26/01	Snyder et al.	345	473	WPL
18 WPL	5,805,782	09/08/98	Foran	395	126	WPL
19 WPL	5,742,749	04/21/98	Foran et al.	395	126	WPL
20 WPL	5,742,292	04/21/98	Murata	345	426	WPL
21 WPL	6,208,361B1	03/27/01	Gossett	345	508	WPL

Examiner Initial	Document Number	Date	Country	Class	Sub-class	Translation	
						Yes	No

Examiner Initial	Author, Title, Date, Pertinent Pages, etc.
1 WPL	Blin; "Me and My (Fake) Shadow; <i>IEEE Computer Graphics & Applications</i> ; January 1988; pages 82-86.
3 WPL	Hubert; "Casting Shadows on Volumes"; <i>Game Developer</i> ; Vol. 6, March 1999.
4 WPL	Parker et al.; "Single Sample Soft Shadows"; Technical Report UUCS-98-019, Computer Science Department, University of Utah, 1998.
5 WPL	Reeves et al.; "Rendering Antialiased Shadows with Depth Maps"; <i>Computer Graphics</i> ; Vol. 21, Number 4, July 1987.
6 WPL	Williams; "Casting Curved Shadows on Curved Surfaces"; <i>Computer Graphics Lab</i> , New York Institute of Technology; August 1978, 12(3), pp. 270-274.
7 WPL	Heckbert et al.; "Simulating Soft Shadows with Graphics Hardware; Technical Report CMU-CS-97-104, Carnegie Mellon University, January 1997.
8 WPL	Crow; "Shadow Algorithms for Computer Graphics"; <i>Computer Graphics, Siggraph 1977 Proceedings</i> , 242-248, July 1977.
9 WPL	Bergeron; "A General Version of Crow's Shadow Volumes"; <i>IEEE Interactive Computer Graphics and Applications</i> ; September 1986.

Examiner Initial	Author, Title, Date, Pertinent Pages, etc.
10 WPL	Diefenbach; "Pipeline Rendering: Interactive Refractions, Reflections, and Shadows"; Displays: Special issue on interactive computer graphics; 15(3): 173-180, 1994.
11 WPL	Udeshi et al.; "Towards Interactive Photorealistic Rendering of Indoor Scenes: A Hybrid Approach"; Rendering Techniques '99 (Proc. of Eurographics Rendering Workshop); 63-76, June 1999.
12 WPL	"Vertex Shader Shadow Volume"; NVIDIA Effect Browser, 08/10/01, Copyright 1999-2001, NVIDIA Corporation, www.nvidia.com .
13 WPL	Sander et al.; "Silhouette Clipping"; Proceedings of SIGGRAPH 2000, pp. 327-334, July 2000.
14 WPL	Dietrich; "Shadow Techniques"; NVIDIA Corporation, technical presentation; www.nvidia.com/developer , GDC 2001 presentation.
15 WPL	Wynn et al.; "Cube Maps"; NVIDIA Corporation, technical presentation, www.nvidia.com/developer . (Unknown date.)
16 WPL	Kilgard; "Improving Shadows and Reflections via the Stencil Buffer"; NVIDIA Corporation, technical presentation, www.nvidia.com/developer . (Unknown date.)

EXAMINER <i>William Lehmer</i>	DATE CONSIDERED <i>10/1/03</i>
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EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

Information Disclosure Statement PTO-1449 (Modified)

The identification of any reference is not intended to be, and should not be understood as being, an admission that such publication, in fact, constitutes "prior art" within the meaning of applicable law since, for example, a given reference may have a later effective date than first seems apparent or the reference may have an effective date which can be antedated. The "prior art" status of any reference is a matter to be resolved during prosecution.

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